

Application 10/751,166
Filed 01/03/2004
Supplemental Response

Amendments to the Claims

Please add claim 11.

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1-4 (cancelled)

5. (previously presented) A method for determining and displaying a winner of a contest played on a playing field, wherein the contest requires demonstration of skill in accomplishing repetitively a physical task by at least four teams, the method designed to foster cooperation between teams as well as competition, the method comprising:

conducting at least two heats such that two teams are on the playing field at a time and all teams play once;

assigning a raw score, after each heat, to each of the teams competing in the heat based on frequency of achievement of the task by each such team;

setting a final score of a designated team in each heat, such designated team having a raw score exceeding the raw score of the other team on the playing field at the same time as the designated team, by enhancing the raw score of the designated team by the raw score of the other team so that the designated team is thus motivated to cause the other team to achieve a high raw score;

setting a final score of the other team in each heat equal to the raw score achieved by that

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team;

ranking the at least four teams based on the final scores, wherein the team with the highest final score is ranked first and the remaining teams are ranked by final points in descending order;

designating the first ranked team as a contest winner; and

displaying the contest winner.

6. (previously presented) A method according to claim 5, wherein the contest requires accomplishing repetitively a plurality of physical tasks on the field, and wherein assigning the raw score includes associating a distinct number of points with each of the tasks, the points being aggregated according to the frequency of achievement thereof.

7. (previously presented) A method according to claim 5, wherein the final score of the designated team has a size depending at least in part on a doubling of the raw score of the other team

8. (previously presented) A method for characterizing competitive game play on a playing field, wherein the game play requires demonstration of skill in accomplishing repetitively a physical task on the field by two teams of players, the method designed to foster cooperation between teams as well as competition, the method comprising:

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assigning a raw score, at the end of game play, to each of the teams respectively based on frequency of achievement of the task by each such team; and

attributing to a designated team having a raw score exceeding the raw score of the other team, such designated team being deemed the winning team, a final score having a size which depends at least in part on the size of the raw score of the other team, so that the final score of the winning team is enhanced by the raw score of the other team and the winning team is thus motivated to cause the other team to achieve a raw score close to that of the winning team.

9. (previously presented) A method according to claim 8, wherein the game play requires accomplishing repetitively a plurality of physical tasks on the field, and wherein assigning the raw score includes associating a distinct number of points with each of the tasks, the points being aggregated according to the frequency of achievement thereof.

10. (previously presented) A method according to claim 8, wherein the final score has a size depending at least in part on a doubling of the raw score of the other team.

11. (new) A system for creating coopertition during a contest played on a playing field, wherein the contest requires demonstration of skill in accomplishing repetitively a physical task, the system comprising:

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a playing field containing a plurality of different surfaces and a plurality of objects required to perform a physical task;

a first at least one robot controlled by a first team and located on the playing field, wherein the first at least one robot is designed to repetitively accomplish a physical task, performance of which by the first at least one robot triggering attribution to the first team of a raw score based on frequency of achievement of the physical task by the first at least one robot;

a second at least one robot controlled by a second team and located on the playing field, wherein the second at least one robot is designed to repetitively accomplish a physical task, performance of which by the second at least one robot triggering attribution to the second team of a raw score based on frequency of achievement of the physical task by the second at least one robot; and

a scoring system configured to assign final scores to the first and second teams such that a designated team with a raw score exceeding the raw score of the other team is assigned a final score which is enhanced by the other team's raw score and thus motivating the designated team to cause the other team to achieve a high raw score.